

Yvonne Jansen

Personal Information

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Research Statement

My research lies in the intersection between human-computer interaction, data visualization, and physical computing. A main effort of my work is to find new ways to interact with computers beyond the classic desktop environment to take advantage of human's highly developed capabilities to perceive and manipulate the world around them. My empirical work is both confirmatory and exploratory: qualitative studies of people's behaviors and practices enable me to identify solutions which can augment their current practices, and quantitative studies allow me to evaluate the efficiency of alternative approaches. Overall, my work aims to contribute to establishing a *science of interaction* which will allow stakeholders to make evidence-based decisions for the design of interactive systems and devices.

Education

2014 **PhD in computer science** (mention: très honorable) from Université Paris Sud XI

Title: Physical and Tangible Information Visualization

Advisors: Jean-Daniel Fekete (Inria) and Pierre Dragicevic (Inria)

Defended March 10, 2014

2011 **Diplom Informatik** (German degree, equivalent to MSc / Bac+5) from RWTH Aachen, Germany

Title: MudPad—Localized Tactile Feedback on Multi Touch Surfaces

Advisors: Jan Borchers and Martina Ziefle (both RWTH Aachen University)

Employment History

Oct 2016 CNRS research scientist at Institut des Systèmes Intelligents et de Robotique (ISIR), Sorbonne Université

2016 Assistant Professor at University of Copenhagen, Denmark

2014 Postdoctoral Researcher at the University of Copenhagen, Denmark, with Kasper Hornbæk

2011 PhD student with the AVIZ team, Inria Saclay, funded by *allocations de recherche de ministère*

Prices & Awards

2019 Best paper award at ACM CHI (top 1% of submissions): Increasing the Transparency of Research Papers with Explorable Multiverse Analyses

2018 Best paper award at ACM CHI (top 1% of submissions): *How Relevant Are Incidental Power Poses for HCI?*

2014 Second price for *Prix de thèse Gilles Kahn* (out of 47 submissions, [official page](#))

2010 Second price for ACM CHI student research competition (out of 56 submissions, [link](#))

2010 Best note award at the ACM ITS conference for *MudPad: tactile feedback and haptic texture overlay for touch surfaces*. (awarded to a single submission by the program committee)

2010 Best demo award at ACM ITS for *MudPad: a tactile memory game*. (conference attendees voted to select a single demo out of 22 demos during the conference)

Grants

2020-2024 Collaborator on EMBER – Visualisations situées pour l'analyse de données personnelles. Collaborative project financed by ANR PRC between Inria Saclay, Inria Bordeaux, and Sorbonne Université.

2018-2022 Coordinator affFABLE – Augmenting Fab Labs by Integrating Data Visualization. Project financed by ANR Jeune Chercheur / Jeune Chercheuse

2017-2020 Coordinator SAHMI – Situated Analysis of Human-Machine Interactions in Smart Environments.

2020 Collaborative project between ISIR and COSTECH (UTC Compiègne) financed by the SMART Labex.

Service Activities

2018 Technical Program Chair for ACM EICS (Symposium on Engineering Interactive Computing Systems)

Program committee member (as *associate chair*, in charge of 6-10 submissions for the full review cycle)

IEEE InfoVis program committee since 2017

ACM CHI program committee 2017, 2018, 2020

AFIHM IHM program committee 2017

ACM Interactive Tabletops and Surfaces papers track (2014)

Supervision

- 2020 Clara Rigaud, PhD student from Oct 2019-2022
Morgane Koval, M2 Intern, PhD student from Oct 2020-2023
Kevin Jabbour, M2 Intern
- 2019 Sheida Nozari, MSc Intern
Ignacio Avellino, Postdoc
Arthur Grisel-Davy, Intern
- 2018 Luiz Augusto Morais, PhD Intern
Tiffany Wun, MSc Intern
Ignacio Avellino, Postdoc
Jingjing Xie, MSc Intern
Lucas Rodrigues, MScIntern
- 2017/18 Steve Haroz, Postdoc
Cedric Honnet, Research engineer
- 2016 Bo Carlsen, BSc thesis student, 90% together with Kasper Hornbæk
- 2014/15 Morgane Sanglier (tutor for final Master project at l'école de design Nantes Atlantiques)
Topic: Information tangible, link: morganesanglier.fr/phase-2-pfe/
- 2013 Saiganesh Swaminathan (M1 student), Shi Conglei (visiting PhD student)
80% (together with Pierre Dragicevic)
Topic: Tools for the Fabrication of Physical Visualizations
Publication: Swaminathan et al., *Supporting the design and fabrication of physical visualizations*. In CHI2014 (acceptance rate: 23%)

Dissemination (selection)

Websites

- 2015 Launch of the *Data Physicalization Wiki* at dataphys.org
Since February 2015, I maintain this wiki as a communication platform for the emerging community of people working on physical data representations. The site attracts about 1000 page views per month.
- 2014 Launch of *The List of Physical Visualizations (and Related Artifacts)* at dataphys.org/list
Attracts around 6000 page views per month, and was featured on several visualization and design blogs.

Workshop organization

- 2018 Dagstuhl seminar on *Data Physicalization*. Organizers: Yvonne Jansen, Bernice Rogowitz, Petra Isenberg, Jason Alexander, Andrew Vande Moere. Duration 1 week, 45 participants
- 2017 Pedagogy & Physicalization, Workshop at ACM DIS 2017. Organizers: Trevor Hogan, Uta Hinrichs, Yvonne Jansen, Samuel Huron, Pauline Gourlet, Eva Hornecker, Bettina Nissen.

Five Most Cited Publications

Malte Weiss, Julie Wagner, **Yvonne Jansen**, Roger Jennings, Ramsin Khoshabeh, James D. Hollan, and Jan Borchers. "SLAP widgets: bridging the gap between virtual and physical controls on tabletops." In Proceedings of the SIGCHI Conference on Human Factors in Computing Systems, pp. 481-490. 2009.
(255 citations on Google scholar)

Yvonne Jansen, Pierre Dragicevic, Petra Isenberg, Jason Alexander, Abhijit Karnik, Johan Kildal, Sriram Subramanian, and Kasper Hornbæk. "Opportunities and challenges for data physicalization." In Proceedings of the 33rd Annual ACM Conference on Human Factors in Computing Systems, pp. 3227-3236. 2015.
(212 citations)

Yvonne Jansen, Pierre Dragicevic, and Jean-Daniel Fekete. "Evaluating the efficiency of physical visualizations." In Proceedings of the SIGCHI Conference on Human Factors in Computing Systems, pp. 2593-2602. 2013.
(153 citations)

Yvonne Jansen, Thorsten Karrer, and Jan Borchers. "MudPad: tactile feedback and haptic texture overlay for touch surfaces." In ACM International Conference on Interactive Tabletops and Surfaces, pp. 11-14. 2010.
(Best Note Award, 100 citations)

Yvonne Jansen, Pierre Dragicevic, and Jean-Daniel Fekete. "Tangible remote controllers for wall-size displays." In Proceedings of the SIGCHI Conference on Human Factors in Computing Systems, pp. 2865-2874. 2012.
(91 citations)